

FIG. 1

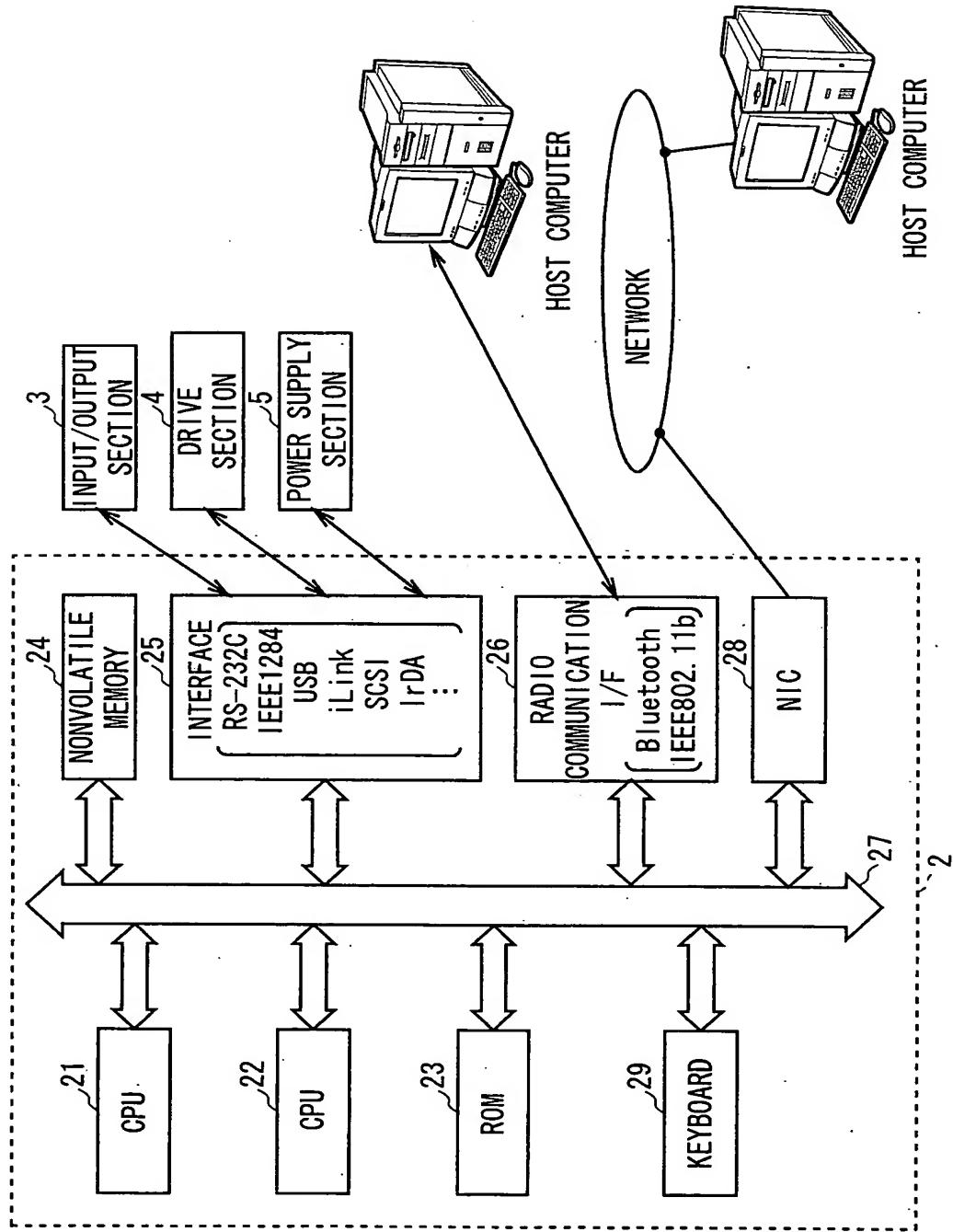


FIG. 2

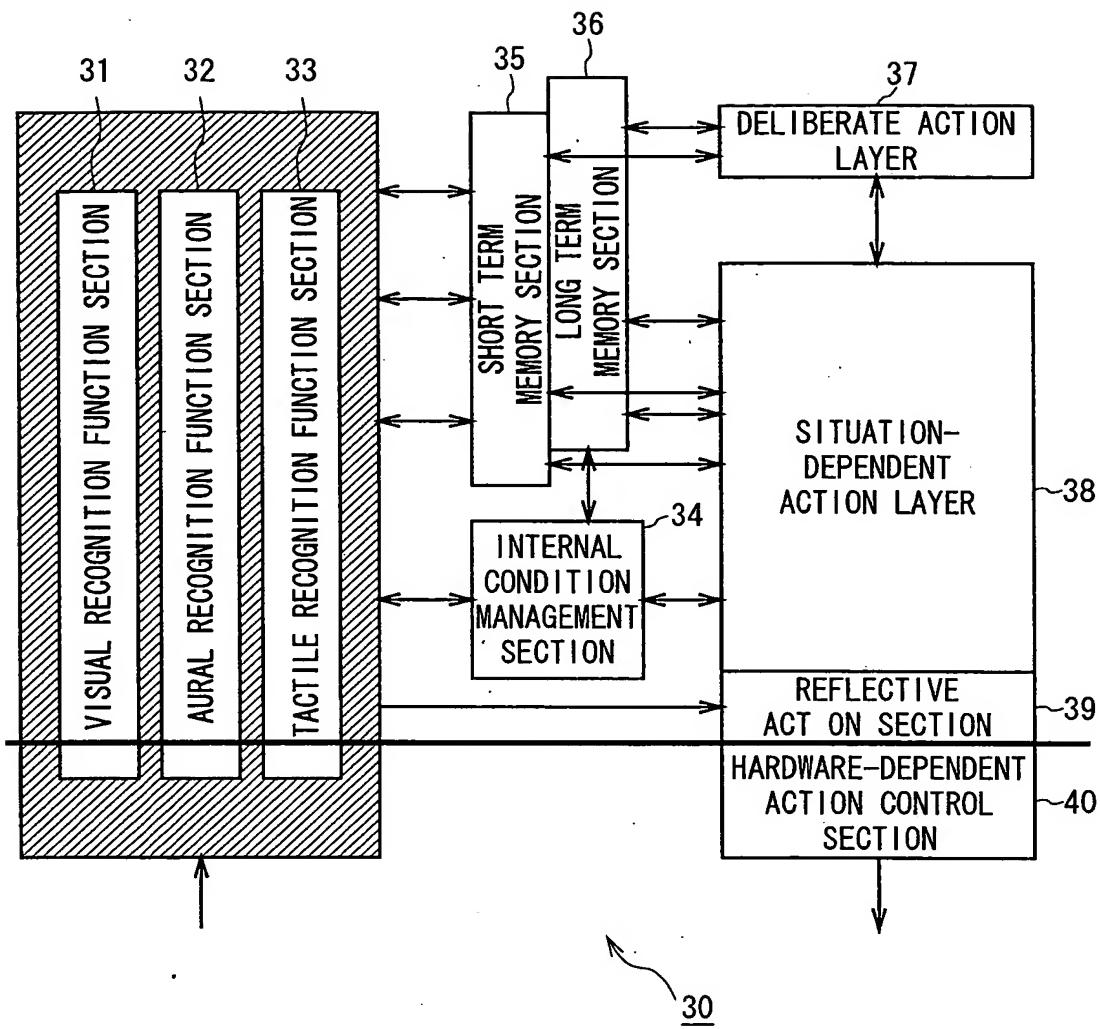


FIG. 3

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ID	Name	Kind	Face ID	Speaker ID	BIRTHDAY	Favorite	Friend
1	YUKIKO	3 HUMAN	2 0	1 2	73/5/2 2	TEA	3 KAZUMI 2
2	KAZUMI	1 HUMAN	2 3	3 4	75/8/16 5	HORSE	3 TARO 5
3	SUZUKI	5 HUMAN	2 6	3 8	74/3/10 2	TEA	3 TARO 2
4	TEA	2 DRINK	2 4	1			
5	ICE CREAM	4 FOOD	3 5	2			
6	TARO	2 HUMAN	3 8	2 9	76/10/10 4	HORSE RACING	3 SUZUKI 3

FIG. 4

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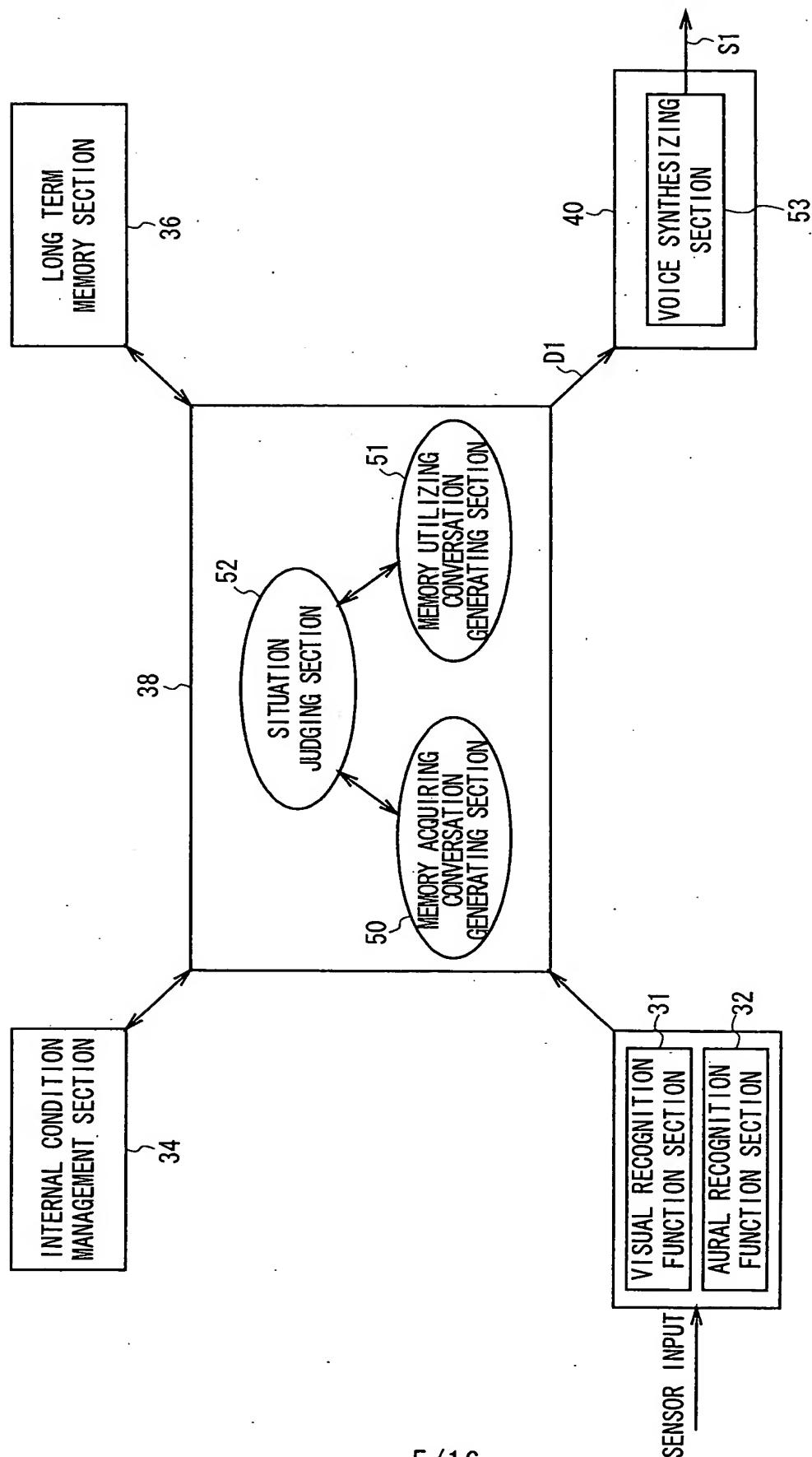


FIG. 5

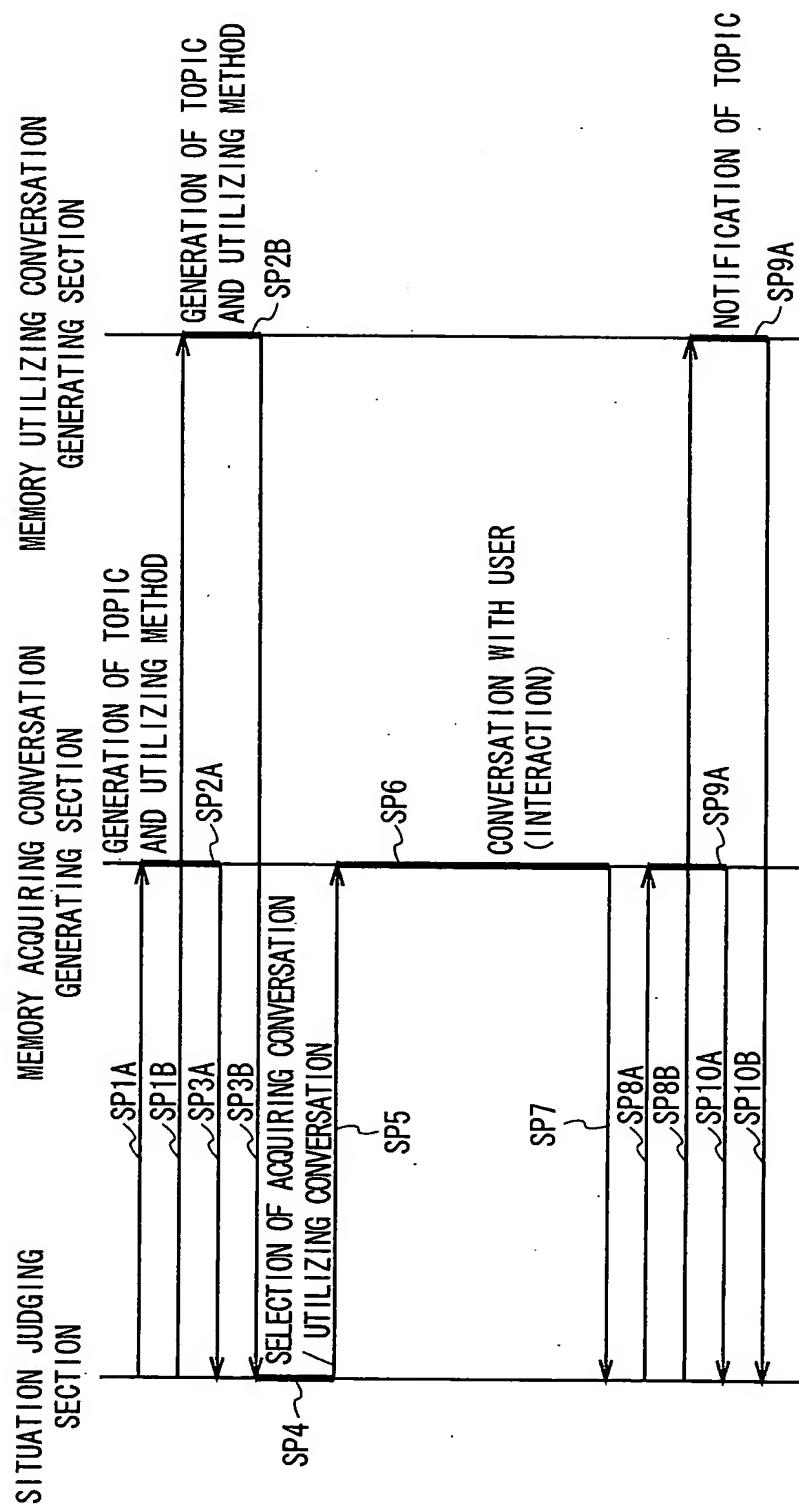


FIG. 6

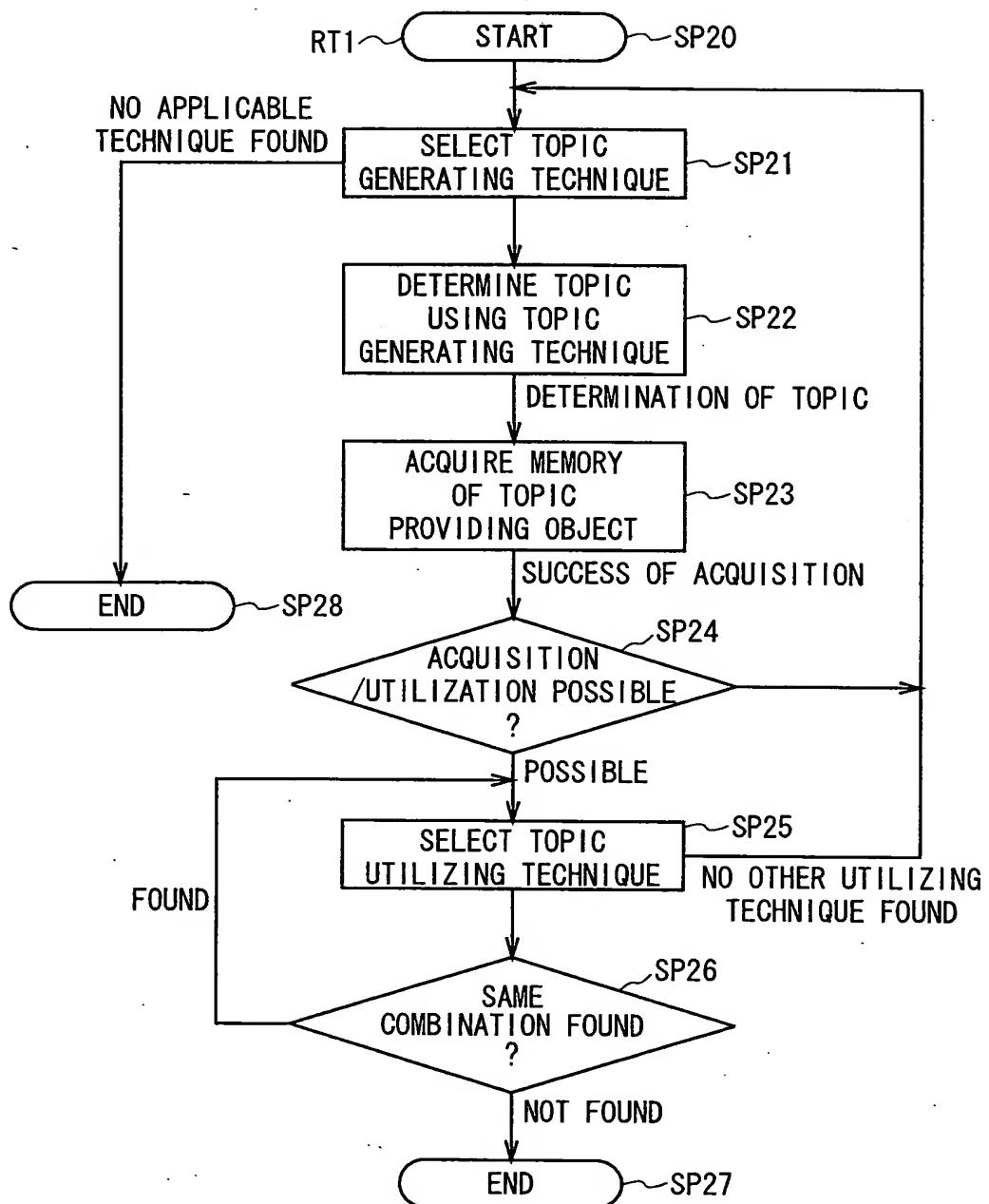


FIG. 7

TOPIC: FAVORITE OF ID1 ACQUIRING TECHNIQUE: USE WITHOUT MODIFICATION

ID	Name	Kind	Face ID	Speaker ID	BIRTHDAY	Favorite	Friend
1	YUKI IKO	3	HUMAN	2	0	1	2

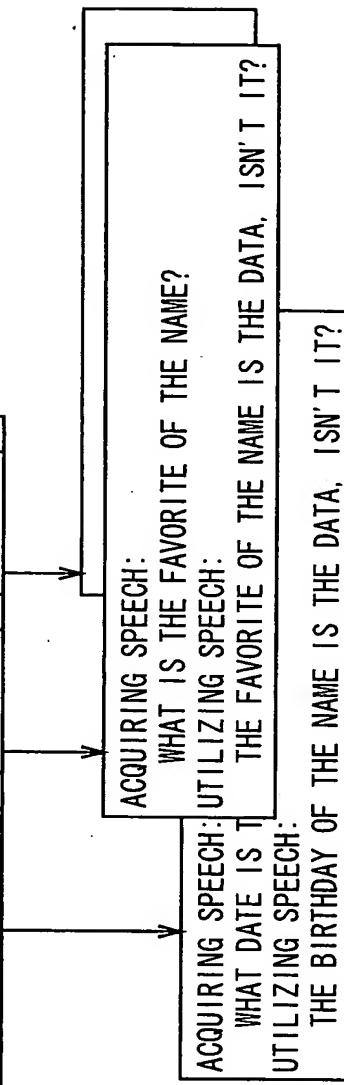


FIG. 8

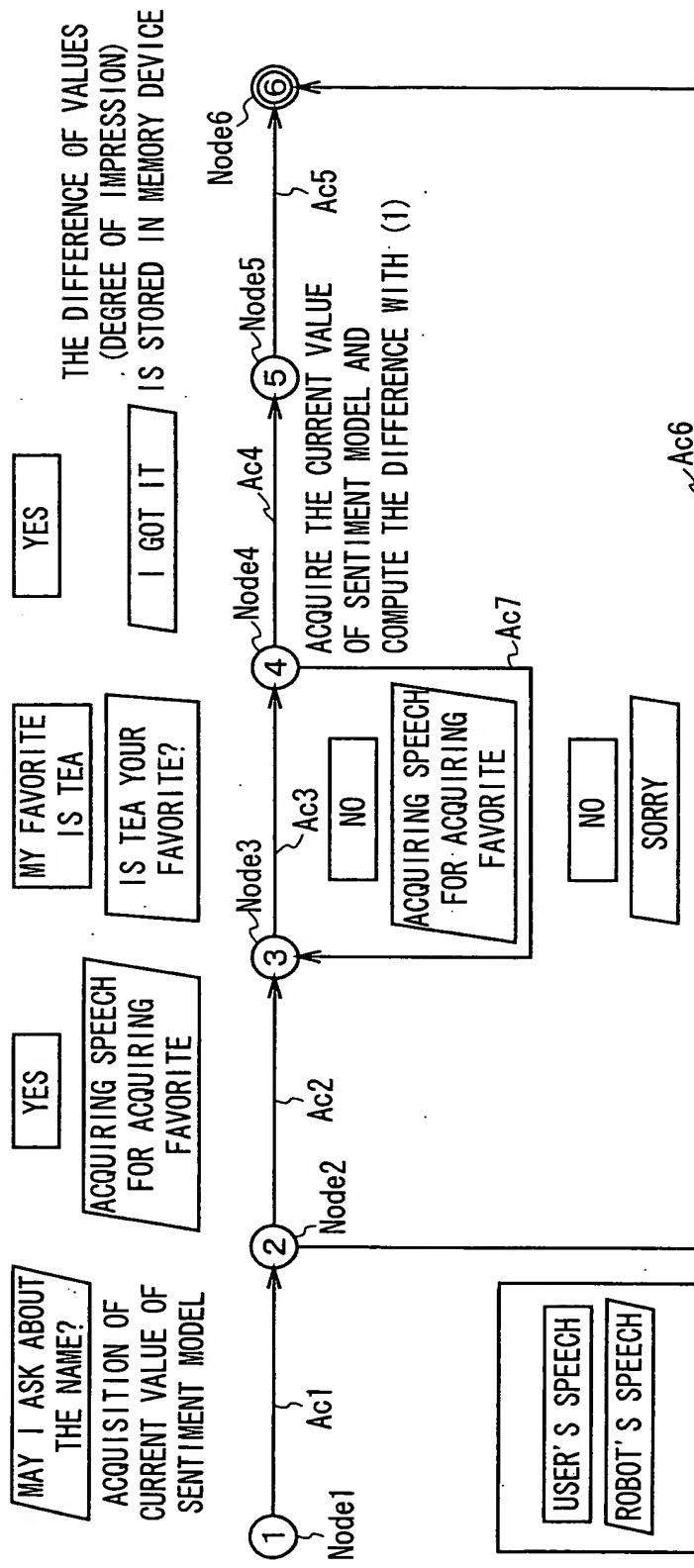


FIG. 9

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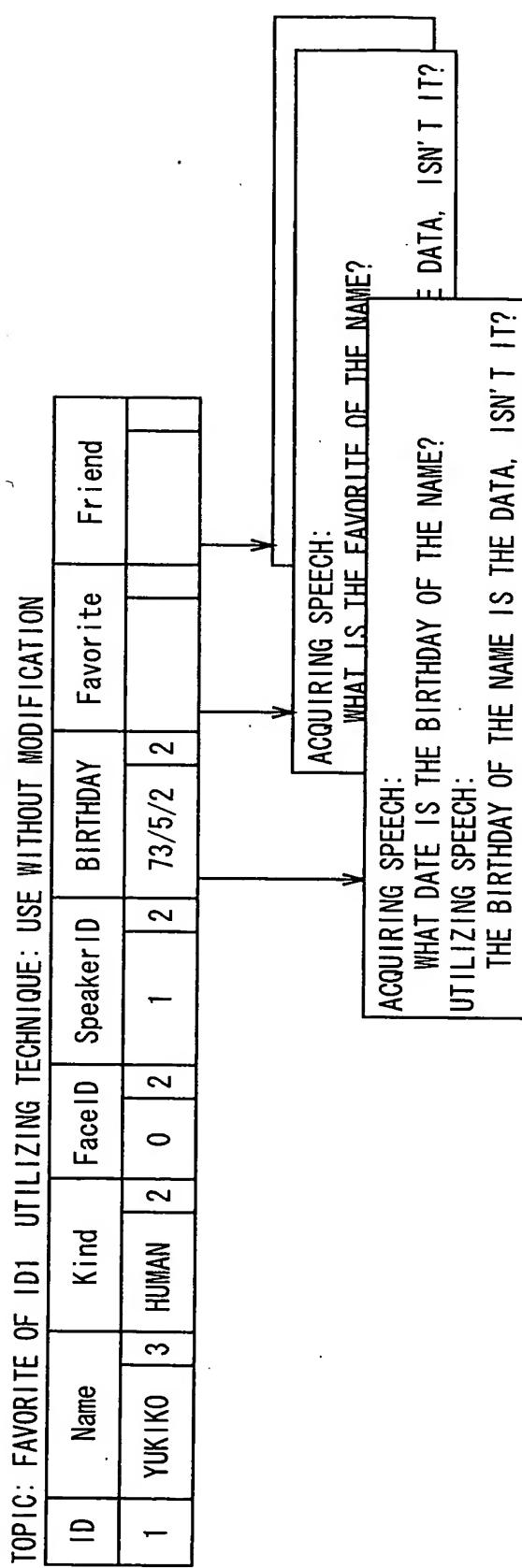


FIG. 10

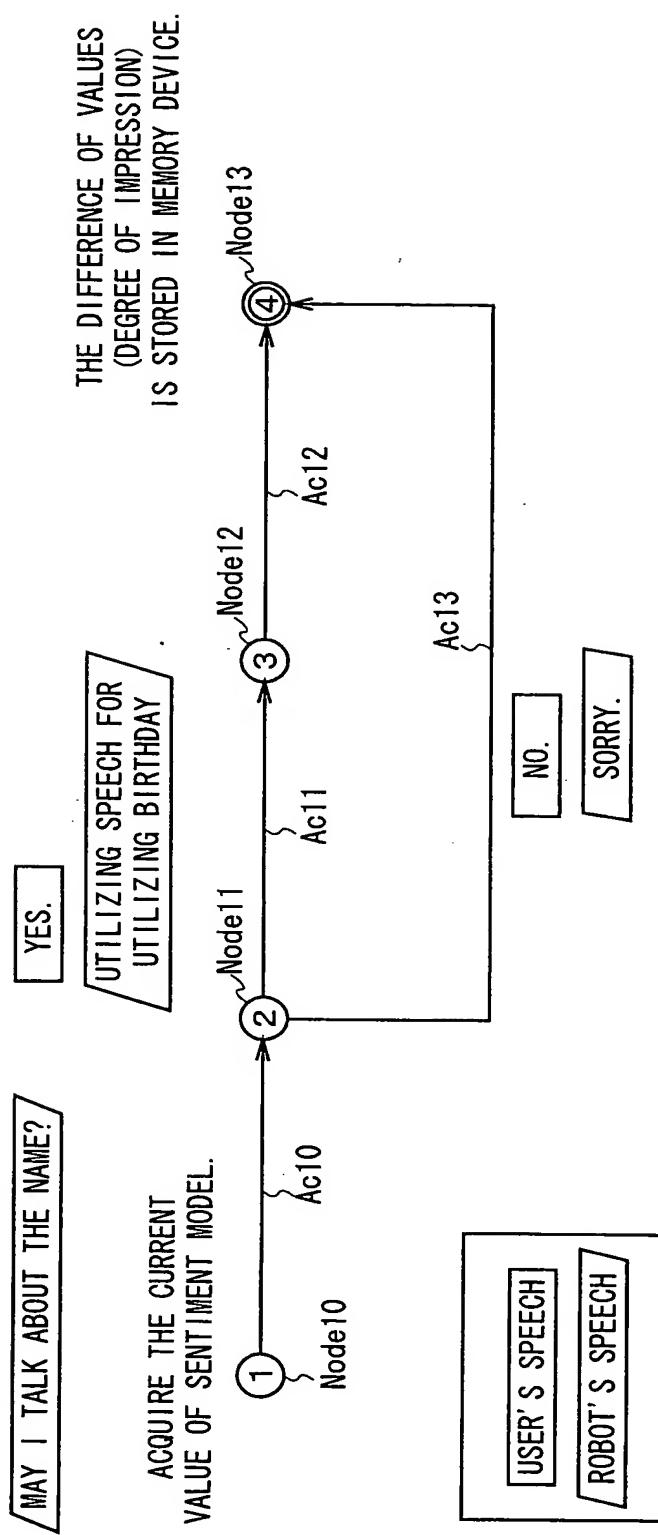


FIG. 11

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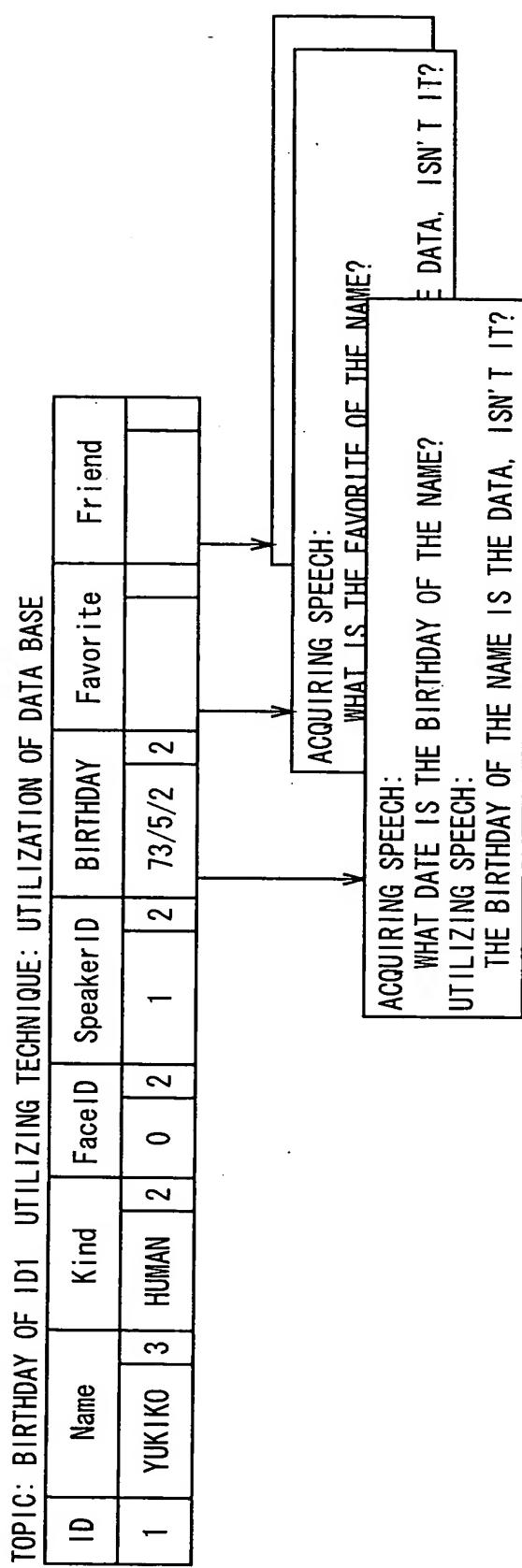


FIG. 12

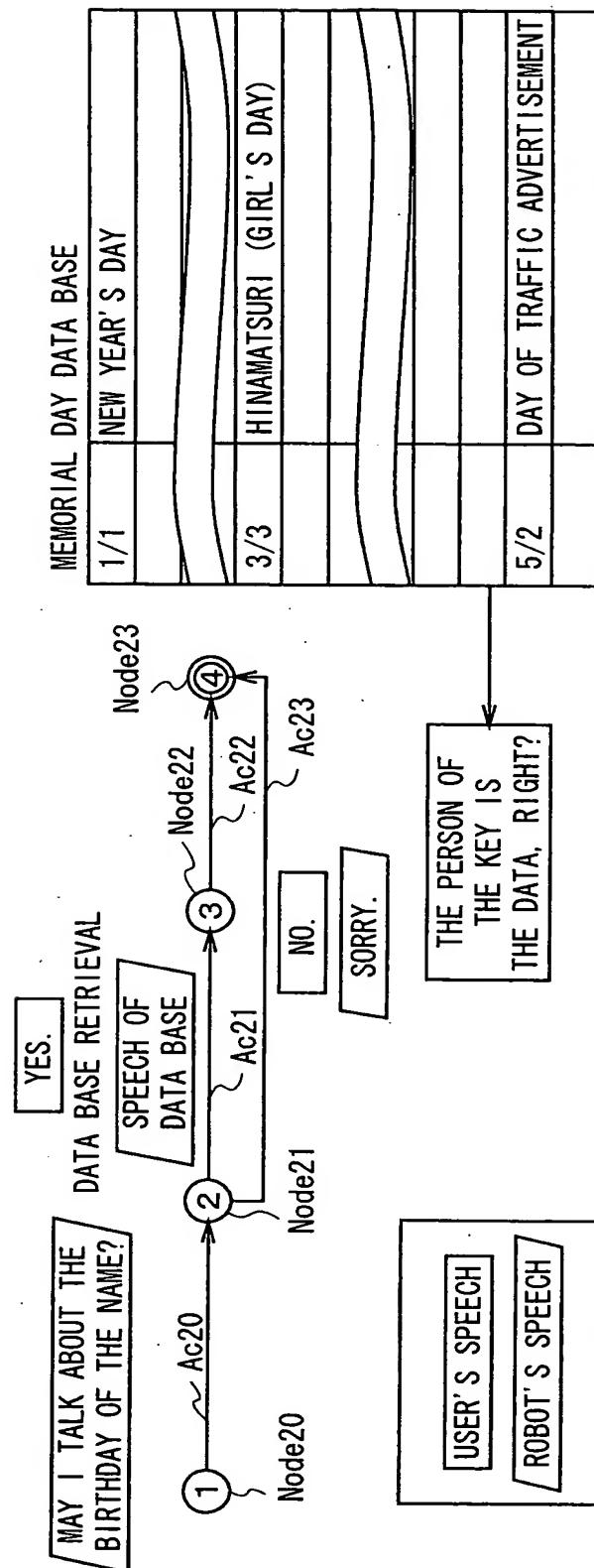


FIG. 13

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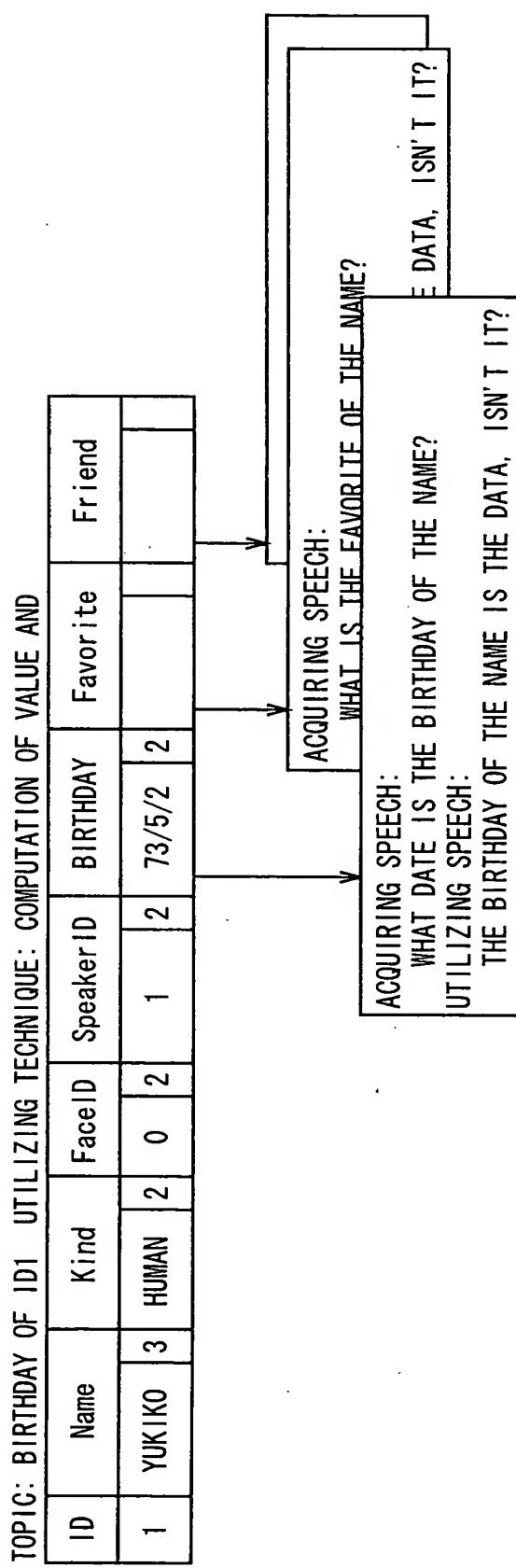


FIG. 14

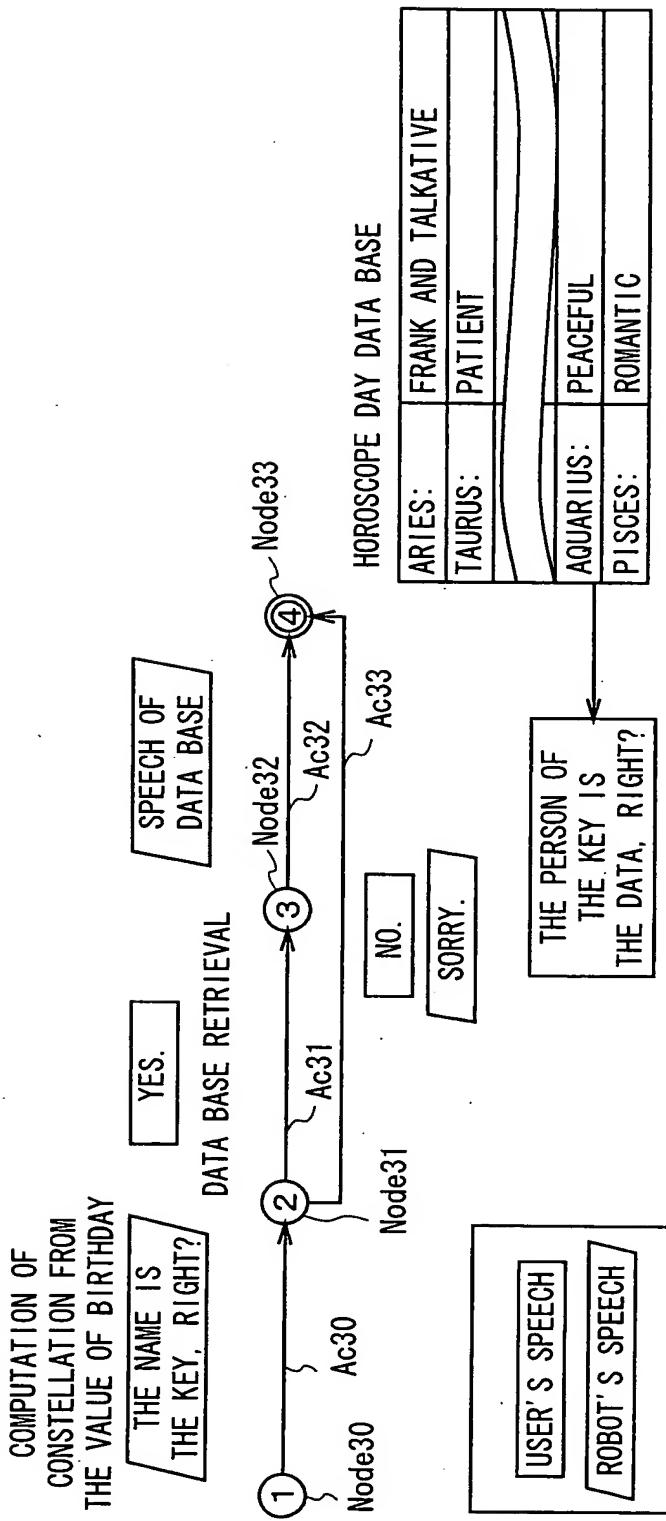


FIG. 15

EXPLANATION OF REFERENCE NUMERALS

1...ROBOT, 2...CONTROL UNIT, 10...CCD CAMERA, 11...MICROPHONE,
12...SPEAKER, 21...CPU, 23...ROM, . 31...VISUAL RECOGNITION
FUNCTION SECTION, 32...AURAL RECOGNITION FUNCTION SECTION,
34...INTERNAL CONDITION MANAGEMENT SECTION, 36...LONG TERM
MEMORY SECTION, 38...SITUATION-DEPENDENT ACTION LAYER, 50...
MEMORY ACQUIRING CONVERSATION GENERATING SECTION, 51...MEMORY
UTILIZING CONVERSATION GENERATING SECTION, 52...SITUATION JUDGING
SECTION, 53...VOICE SYNTHESIZING SECTION , D1...CHARACTER STRING
DATA, RT1...TOPIC GENERATING PROCESSING SEQUENCE